

USACO Gold Dynamic Programming Cheatsheet

Use this algorithm when:

- You can brute force this problem with a recursive method.
 - The brute force has a lot of wasted/repeat computations.
 - It's very common to use DP for problems where you need to make many decisions, or count many things.
- 1) Run a brute force by hand on a small, but not tiny input (could be the sample)
 - 2) See if you did "duplicate work"
 - 3) If you did duplicate work, it is very likely dp

Steps to using the algorithm:

Thinking about the problem:

- 1) Figure out the state
 - a) This is often the hardest step.
 - b) It's often helpful to process the input in a certain order (SORT in some order) and make your index your state.
 - c) If you're working on a decision problem, each decision is a transition, and the intermediate points between each decision is your state.
 - d) Adding extra **positional** state variables.
 - i) It's impossible to formulate this DP problem using one position.
 - ii) You NEED to add more dimensions into your DP.
 - iii) 3 most common examples are:
 - DPing on a grid, instead of a list.
 - DP on two lists.
 - DP using a range of values as a state rather than a single value.
 - e) Adding extra **non-positional** state variables.
 - i) It is impossible to formulate this DP problem using only positional variables.
 - ii) It is USEFUL to add more dimensions into your DP
 - iii) 2 most common examples are:
 - Knapsack DP.
 - DP where you can make changes at K points out of N.
- 2) Figure out the transitions
 - a) If there are decisions, each decision is a transition
- 3) Figure out the base case and answer state

****Ensure your program will run in time before implementing it****

Implementation:

- 4) Create an array (or map if needed) where the index of the array is the state. This can be a multi-dimensional array!
- 5) Set the base cases
- 6) Find an order to look at the states in based on the transitions. Loop in that order and do the transitions
- 7) Print out the answer state

How to calculate the runtime:

$(\# \text{ of states}) * (\# \text{ of transitions}) * (\text{any extra runtime, ie if you are using a set, this will be } \log(n))$